THE LEGEND OF DRAGOON
SONY
COMPUTER ENTERTAINMENT

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation® game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

USE OF UNOFFICIAL PRODUCT
The use of unofficial products and peripherals may damage your PlayStation® game console and invalidate your console warranty.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation® game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC:
- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a heater or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

ESRB RATING:
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB ratings, or to comment about the appropriateness of the rating, please contact ESRB at 1-800-771-3772.

The Legend of Dragoon™ Tips and Hints

PlayStation® Hint Line
Hints for all games produced by SCEA are available:

Within the US: **1-900-933-SONY (1-900-933-7669)**
$0.95 per minute auto hints, $1.40 per minute live, $6.95-$16.95 for tips by mail (subject to availability), $5.00-$20.00 for card recharge.

Within Canada: **1-900-451-5757**
$1.50 per minute for prerecorded information.

For US callers, game counselors are available 8 a.m. - 5 p.m., M – F, Pacific Standard Time. Automated support is available 24 hours a day, 7 days a week.

Live support for Canada is not available at this time.

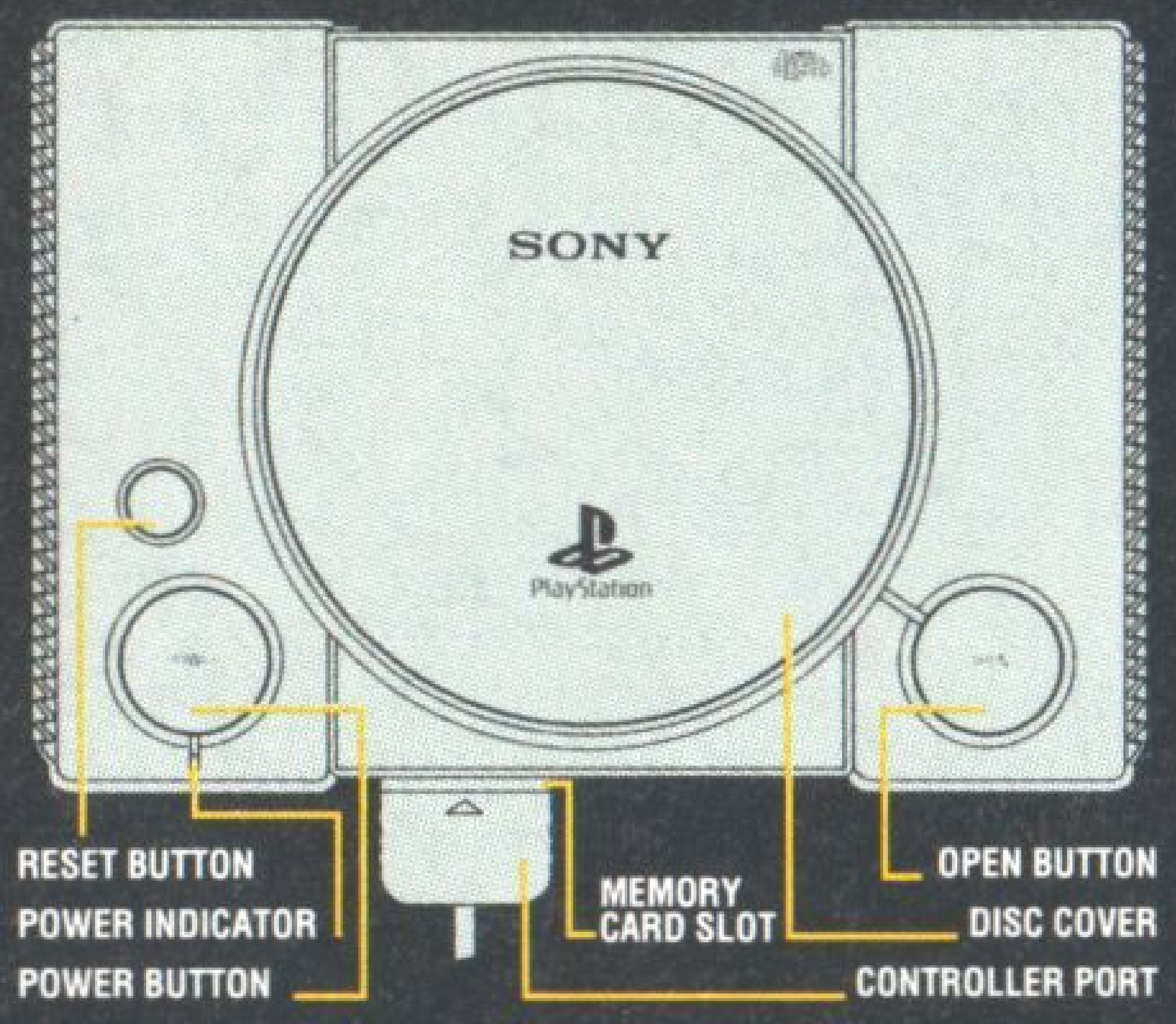
This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support/Order Line 1-800-345-SONY (1-800-345-7669)
Call this number for help with technical support, installation or general questions regarding the PlayStation® game console and its peripherals. Representatives are available Monday-Friday, 7 a.m. – 6 p.m. Pacific Standard Time.

Contents

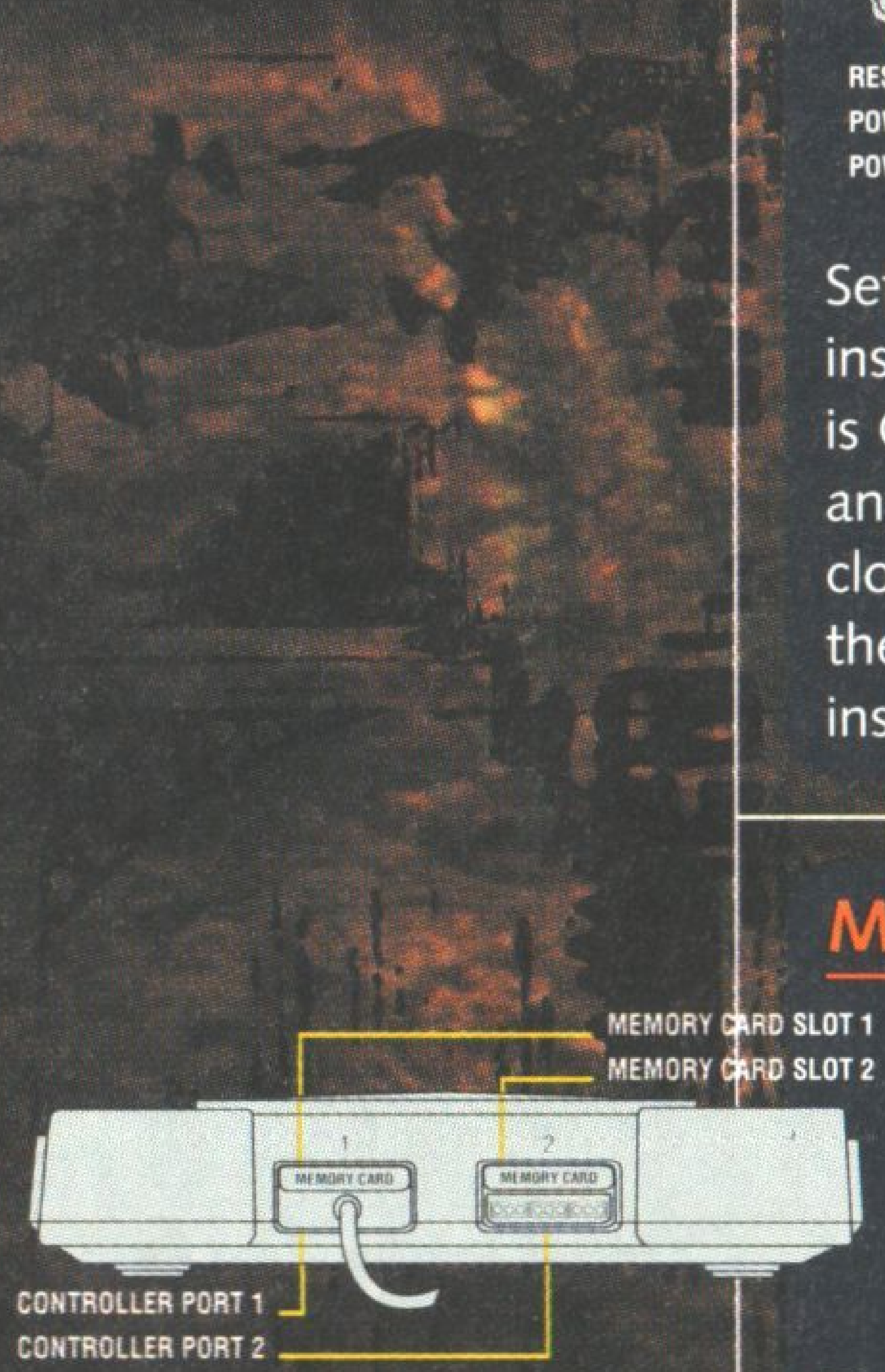
Starting Up	**4**
Memory Cards	4
The Main Menu	**5**
New Game	5
Continue	5
Option	5
Controls	**6**
Menus & Displays	6
Character Moves	7
The Age of the Dragoon	**8**
The Legend of Dragoon	**10**
Travel	10
Talking	10
Fighting	11
The Rules of Warfare	**12**
Hit Points	12
Elements	12
Defeat	13
Using Command Icons in Battle	**14**
Attack Icon	14
Guard Icon	14
Items Icon	15
Run Icon	16
Dragoon Icon	16
The Battle Screen	**17**
Fighter Display	17
Selection Cursor	**18**
Battle Alerts	18
Multi-Attack Items	18
Post Battle Screen	**19**
Finding the Way	**20**
Icon Displays	20
Maps	22
Things to Find	**23**
Chests	23
Save Points	23
Lodging	23
Clinics	24
Buying and Selling	**24**
The Trading Menu	25
The In-Game Menu	**27**
The Main In-Game Menu	27
Status	30
Item	31
Armed	33
Addition	33
Replace	34
Config	34
Save	34
Items and Weapons	**35**
Weapons	35
Healing & Recovery	36
Battle Items	38
Abnormal States	**39**
The Art of Addition Combat	**41**
Executing Additions	42
Counterattacks	42
Dragoon Combat	**43**
Transformations	43
Dragoon Additions	43
Dragoon Magic	44
Saving and Loading Game Data	**45**
Saving	45
Loading	45
The Central Characters	**46**
Credits	**51**

Starting Up



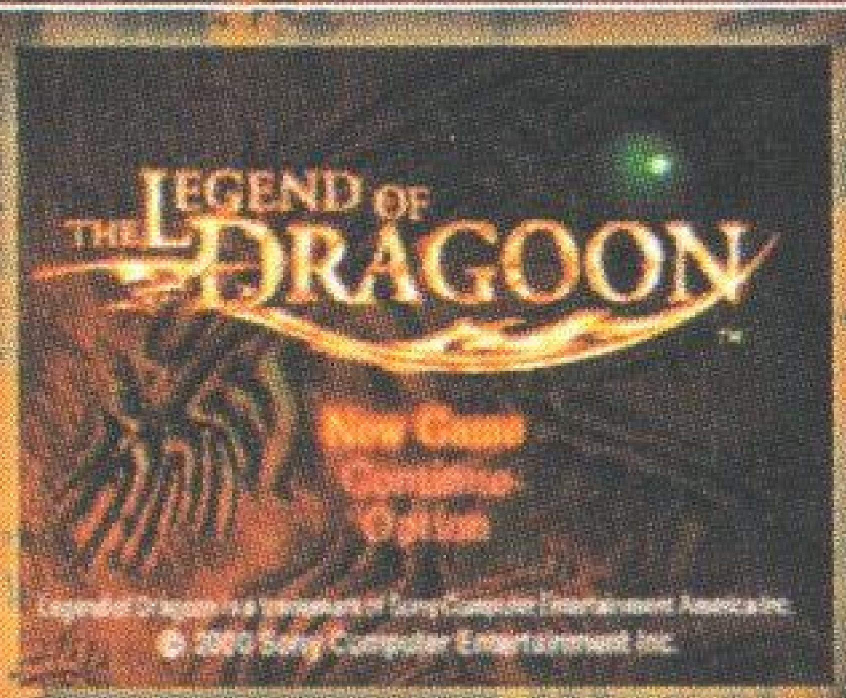
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert any one of the four The Legend of Dragoon™ discs and close the disc cover. Insert a game controller and turn ON the PlayStation® game console. Follow the on-screen instructions to start a game.

Memory Cards



To save game setting and progress, insert a MEMORY CARD into MEMORY CARD slot 1 of your PlayStation game console before starting play. You can load your saved games from the same card, or from any MEMORY CARD containing previously saved The Legend of Dragoon games. To read about how to save and load games, see "Saving and Loading Game Data" on page 45.

The Main Menu



1. From the Title screen or intro movie, press the START button to display the Main Menu.
2. Press the Directional buttons or Left Analog Stick UP/DOWN to highlight a selection and press the ⊗ button.

New Game

Begin a new game.

Continue

Load a previously saved game. See "Saving and Loading Game Data" on page 45 for details.

Option

Adjust game settings. Press the Directional buttons or Left Analog Stick UP/DOWN to select or change the setting.

Sound

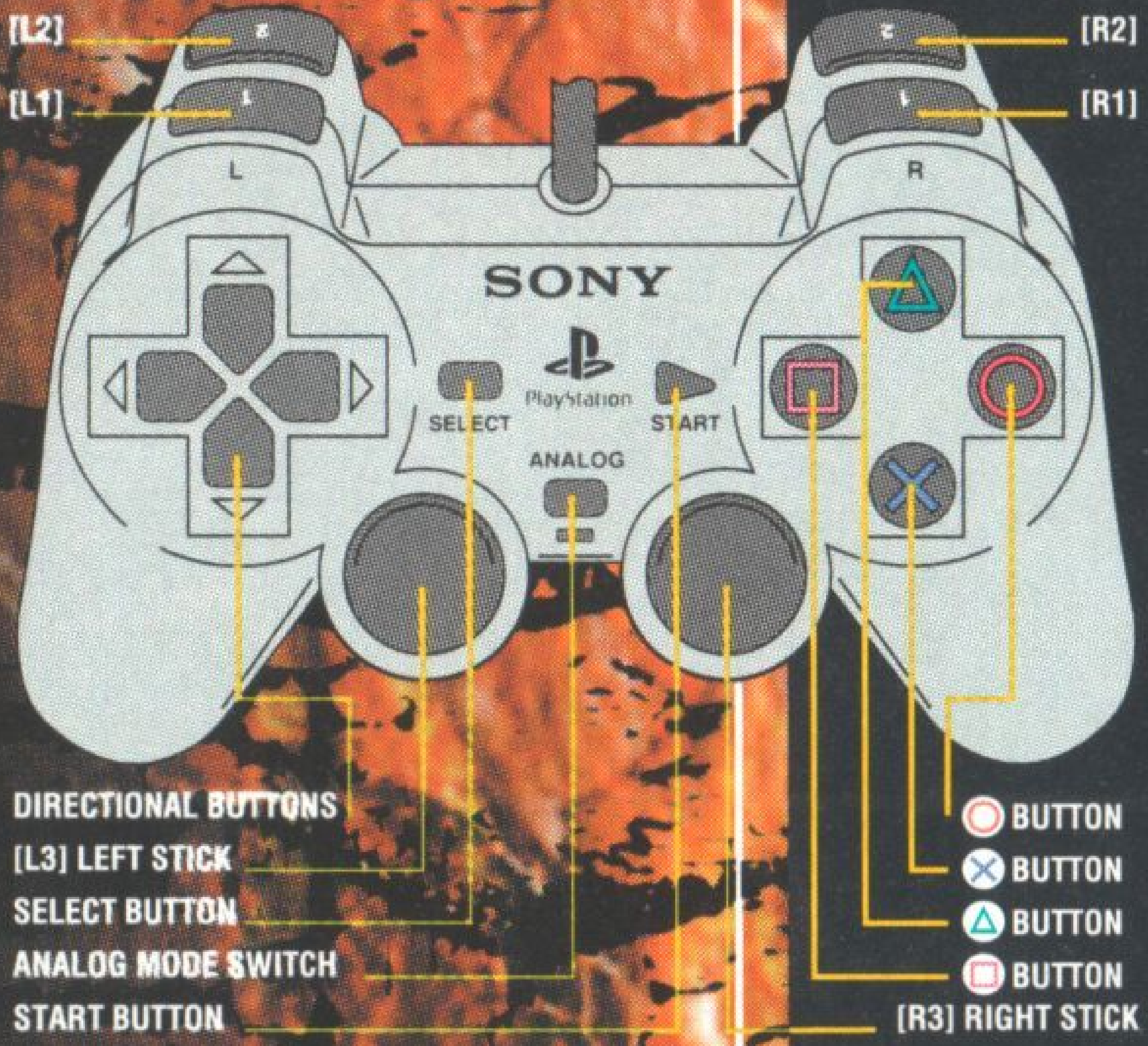
Select STEREO or MONO.

Vibration

Turn the DUALSHOCK™ analog controller vibration function ON/OFF.

Note: *You can also adjust these and other settings during the game in the Config Screen of the Main In-Game Menu. See page 27.*

Controls



NOTE: All controls are the same for the digital controller except for the left stick, right stick and Analog mode switch.

Menus & Displays

Select Menu items, Command icon or move cursor
Directional buttons or Left Analog Stick ↑ ↓ ← →

Scroll through Item lists
Directional buttons or Left Analog Stick ↑/↓

Turn icon displays ON/OFF
L1 R2

Open In-Game Menu
△ button

Confirm selection
✕ button

Advance speech dialogue boxes
✕ button

Close Menu /Cancel
○ button

Display Area names in Area Map
Start button

Switch Map view
L2 / R2

Rotate screen in Map view
L1 / R1

Character Moves

Move character (walk)
Directional buttons

Move character (run)
Directional buttons or Left Analog Stick + ◎ button

Select character or enemy during combat
Directional buttons or Left Analog Stick

Take action / Talk / Open chests
⊗ button

Attack
⊗ button

Additionals Attack
⊗ button

Increase multi-attack power
⊗ button (tap)

Counterattack guard
◎ button

Note: Toggle the DUALSHOCK™ analog controller vibration function ON/OFF in Option/Config Menu (see page 34). The vibration function is active only if the analog mode switch is ON.

The Age of The Dragoon

The Legend was born 10,000 years ago…and began with the Divine Tree. Nothing could compare to its mystical powers. It is said that this massive, yet graceful entity gave birth to all living things. One after another, races of plants, animals and unique beings fell from its branches and life spilled forth over the land.

The 105th race born of the Tree was the powerful Dragons. These towering winged destroyers would strike terror into anyone who beheld them. In time, their Dragon Spirit would be revered and worshipped.

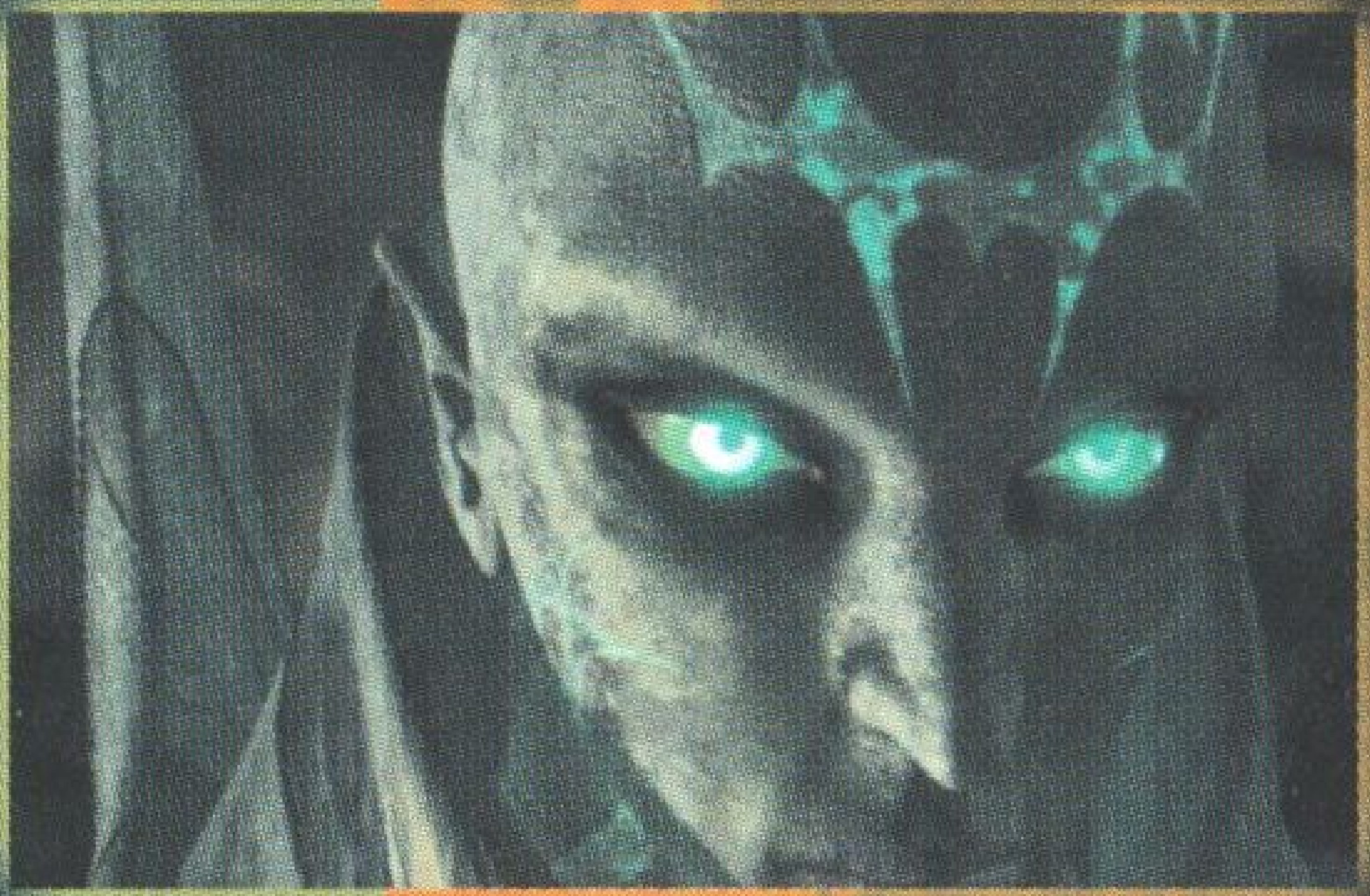
The 106th race was the Human race. These peaceful beings lived a quiet agrarian existence in harmony with the world.

The 107th race was the formidable Winglies. These flying conquerors set out to build great floating cities and gain

dominion over all living things. In time, their aggression enslaved the passive Human race with little resistance.

The spirit of the Divine Tree coursed through all its offspring. The races took their place on earth, filling the desolation with lushness and activity.

But the beauty of the tree could not hide an ugly blemish in the land of floating cities. The Winglies reigned supreme. The humans were enslaved. Divided by hatred, a battle for freedom would ensue. Both thought their very survival depended on victory over the other. According to legend, the Humans enlisted the help of the Dragons. Drawing on magical forces, the Humans became Dragoon warriors harnessing the savage power and soul of the Dragons. Dragoons were supernatural warriors who attacked with fierce combat skills and deadly magic. They overpowered the Winglies in a bloody confrontation. The humans prevailed. And they learned to co-exist in peaceful harmony. But beneath the tranquility, lurks a mysterious prophecy. Love. Revenge. Death and destruction. A Black Monster. The emergence of another race. No one knows what its presence will bring. Eternal peace and happiness for all? Or the darkest evil imaginable?



The past and the future are about to collide. Behold your destiny…

Travel

Use the Directional buttons or Left Analog Stick to move around. The Maps and Icons will help you navigate through the world. Review "Finding the Way" on page 20 for details.

Talking

Press the ⊗ button to talk to other characters. Press the ⊗ button to scroll through the conversation at your own pace. Press the Directional buttons or Left Analog Stick UP/DOWN to select a response and press the ⊗ button.

Talking to townsmen and villagers will help you in your journey.

Fighting

Some enemies are just animals and they will attack whenever and whomever they want. Others are out to specifically seek and destroy. As the story unfolds, the motives of the different enemies will begin to reveal themselves.

During combat, you can control as many as three fighters at one time. Each warrior fights with his or her own weapons. Use weapons, spells and defensive tactics to win battles. Resort to retreat when the threat is too great.

Power

- Power to survive is measured in Hit Points (HP), the amount of damage a fighter can take before falling in battle. Every fighter can increase HP.
- Gain power by fighting. In each battle, a fighter gains Experience Points (EP). When Experience Points reach a certain number, the fighter gains a Level and HP increases.
- A fighter's experience is measured in Levels. Levels increase through combat experience.
- SP measures a Dragoon's ability to fight using combat techniques known as Dragoon Additions.
- Delivering attacks in a Human state increases Spirit Power and eventually the fighter's Dragoon Level (See the section "Addition Attacks" on page 42.)
- Successfully delivering 20 Addition Attacks raises the Additions' level (maximum of 5) resulting in more damage and/or SP upon future attacks with that Additions.

Note: All beings are tied to certain Elements, and they respond differently in combat based on their Elemental relationship. See the section "The Elements" on page 12 for details.

Hit Points

HP (Hit Points) is how much damage a combatant can take before falling. When any combatant (friend or foe) takes damage, his or her HP is lowered. The amount of HP lost appears over the head of the damaged combatant.

- If a combatant loses HP during battle, the number appears in yellow by the affected combatant.
- Combatants can gain HP during battle. The amount of HP gained appears in blue by whomever gained it.
- Some enemies damage your characters HP by stealing it. The HP loss to your fighter appears in yellow and the number of HP gained by the attacker appears in blue. Your fighters can turn the tables with certain attacks.
- Battle is turned-based most of the time. The more agile combatant attacks first and may attack multiple times.
- When fighters use the Defend Icon during combat, they regain 10% of their total HP.

Elements

From the moment the first fruit fell from of the Divine Tree, all that lived drew its life force from one of the Elements. In combat, an opponent will respond to attacks based on his or her Elemental source.

Certain magical attacks (found in the Item Menu in the In-Game Menu) also draw their power from the Elements. The most potent attack is with a weapon that is an Elemental opposite of the enemy it is used on. So it is important to

know your enemy's Element as well as the Element of the item you're using.

When you select an enemy, its name will appear in a frame at the top of the screen. The color of the frame will tell you what Element the enemy is tied to.

- To deliver maximum damage, attack with an Element that is the opposite of the enemy's source Element.
- Attacking an enemy with the same Element attribute inflicts only half damage.
- The Element of the item is displayed on the Item Menu in the In-Game Menu or the Trading Menu.

Note: See the section "The In-Game Menu" on page 27.

ELEMENTS CHART

Element	Color	Opposite
Fire	Red	Water
Water	Blue	Fire
Wind	Green	Earth
Earth	Brown	Wind
Darkness	Purple	Light
Light	Yellow	Darkness
Thunder	Magenta	No opposite
Non-Elemental	Grey	No opposite

Defeat

When a fighter's HP is reduced to zero, he or she falls in defeat. If you are alone the game is over. If multiple fighters are in battle and at least one is left standing victorious, the fallen warriors are resurrected with one HP each. If all fall in battle, the game is over.

The world of peace has dissolved away and all that remains is a battlefield. Should you draw your weapon, devastate your enemy with a spell or run for your life?

The command icons appear on screen so you can select a battle tactic. Select one of the command icons and press the ⊗ button. If you change your mind, press the ◎ button to cancel.

Attack Icon

Select this to attack an enemy with your currently selected weapon.

Use the Directional buttons or Left Analog Stick LEFT/RIGHT to prepare for an attack or to move the target over the selected enemy. Press the ⊗ button to attack.

Note: The above is a basic attack. See the section "Additions Attacks" on page 42 and "Dragoon Additions" on page 43 for deeper more complex attacks.

Guard Icon

Select GUARD to raise your fighter's HP (by 10% of the maximum) and defend against the next attack. When the fighter is attacked, loss of HP will be greatly reduced or blocked depending on the defense powers of the fighter.

- Using Guard can save your life by reducing enemy damage by half.

Guard Icon Cont'd

- Guard is a quick way to recover seriously reduced HP by restoring 10% of maximum HP.
- Enemies can also have Guard capabilities.
- The guarded fighter cannot be affected by attacks that induce abnormal states, such as Poison.

Items Icon

Select ITEMS during battle to attack enemies with a magical item or to select a healing potion.

When the Items icon is selected, you can choose to use it on other members of your party as well as on enemies. Press the Directional buttons or Left Analog Stick to move the cursor over the enemy you want to attack before pressing the ⊗ button.

- When using a healing item, you can only select a member of your party.
- When using an attack, you can only select an enemy.
- If you are using a Multi-Attack item during combat, rapidly tap the ⊗ button to increase the power of the attack to over 100%. The ⊗ button and a Power Meter will appear on screen. The percentage of increased power will display on the meter as you tap the ⊗ button.
- A repeat item can be used once per battle but does not leave your inventory .

Run Icon

Select RUN when your group is tired, your HP is depleted or for whatever other reason you may have. If you battle a major enemy, the Run icon is not available in which case, you must stay and fight.

Dragoon Icon

If you are a Dragoon, when your SP (Spirit Power) meter hits maximum, the Dragoon Icon appears. Select it to transform into a Dragoon. (Dart will not gain the ability to transform into a Dragoon until he reaches a certain point in his adventure.)

Special Icon

After transformation, two more Command icons appear:

D-Attack Icon

Select this to execute a Dragoon Additions (the Dragoon weapon attack).

Magic Icon

Select this to unleash a magic attack if the Dragoon has enough MP (Magic Power). Select the spell from the Magic Menu and press the ⊗ button.

Note: See the section "Dragoon Combat" on page 43.

Fighter Display

When your team is about to attack, the Fighter display appears at the bottom of the screen indicating the stats for each active team member. The team member who is about to attack is highlighted. Other active fighters are screened back and cannot be selected.

Information for each player includes:

Current and Maximum HP

When HP is high the numbers are white. If the numbers turn yellow, that is a warning that the fighter is weakening. When the numbers turn red, the fighter is approaching dangerously low HP and will kneel down.

Current and Maximum MP

When a fighter is a Dragoon, MP is displayed. If MP is zero, the fighter cannot cast Dragoon spells.

SP Meter

When a fighter is a Dragoon, the SP meter appears. The fighter must be at full Level 1 charge to transform into a Dragoon. As a Dragoon graduates in Level, the SP Meter will be able to hold multiple charges up to a maximum of five. Each Dragoon attack depletes the charge in the meter.

As the level increases, the Dragoon will be able to fight for longer periods of time before transforming back to a Human state. When the meter is completely empty, the Dragoon morphs back into a Human.

SP Meter

The charges in the SP Meter are colored according to the Dragoon Level the fighter has reached:

Color	Level
Blue	1
Green	2
Yellow	3
Orange	4
Red	5

Selection Cursor

When you are about to attack, a selection cursor appears over one of the enemies. Move the selection cursor (Directional buttons or Left Analog Stick) to choose the enemy you want to attack.

The color of the cursor tells you how strong the enemy is.

Color	Enemy Strength
Blue	Close to full HP.
Yellow	The enemy has lost about half its HP.
Red	The enemy has one quarter or less of its HP remaining.

Battle Alerts

During combat, messages flash on the screen to inform you about important information. For example: They may warn that an enemy is shielded from attack or tell you what kind of Additions attack you just completed.

Multi-Attack Items

When a Multi-attack is used, the ⊗ button appears on-screen. Rapidly tap the ⊗ button to increase the power of the attack to over 100%. The word "Multi" will appear next to an item with this capability in the Item Menu during combat.

Post Battle Screen

After every battle (as long as at least one of your party survives) the Post Battle screen appears.

On the left of the screen is a list of what you won:

- **Gold**—Gold award depends on the strength and resilience of your enemy.
- **EXP.**—Experience Points won in the battle.
- **Items**—Items you are awarded.

The right side of the screen shows status for each active fighter:

- **Level Up**—If the points awarded bring your Exp. to a new level, the Level Up notice appears over the fighters who advance.
- **LV**—The fighter's Experience Level.
- **D'LV**—Dragoon Level (increased by success in Additions Attacks in human form)
- **EXP.**—The present number of Experience Points and the number needed to advance one level. Press the ⊗ button to update fighter status and press the ⊗ button again to close the screen.

It is easy to get lost in this dangerous world. Some paths lead to the same place. Other paths look exactly the same but lead to very different places.

Icon Displays

Icon displays are colored triangles that appear over head to alert you to travel directions, the level of danger or special actions that are needed. The color of the icons change depending on the danger level of that area.

Color	Danger Level
Red	Battle is imminent. You are about to come under attack.
Yellow	Show caution because danger is near.
Blue	Low level of danger.

- Turn icons ON/OFF by pressing the L1 or R1 buttons.

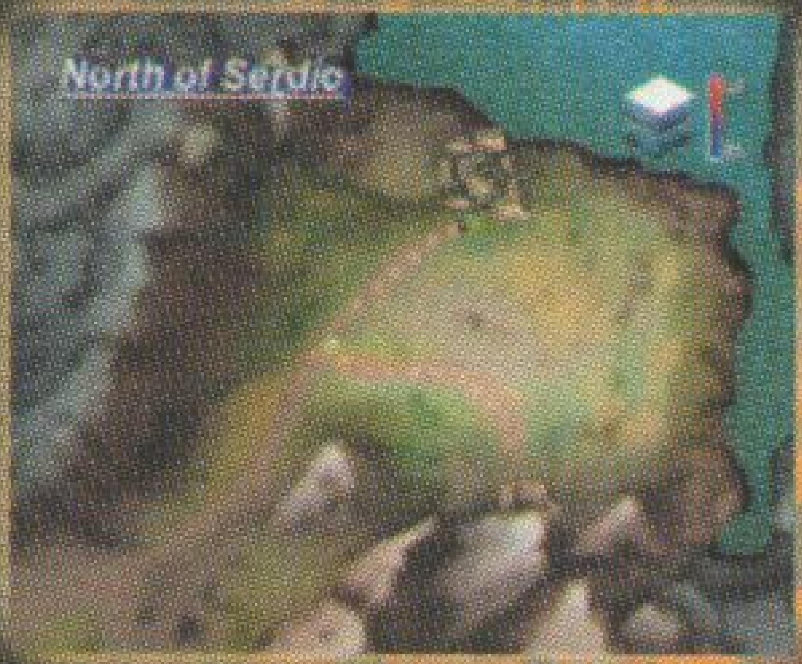
Action Icon

This yellow icon with a "!" alerts you to take special action—walk up stairs, open a door, etc. Press the ⊗ button to execute.

Information Markers

When the icon displays are turned ON, colored markers may also appear in the area to notify Dart of important locations.

Green	Route indicators appear showing points of entry.
Yellow	Entrance to a clinic or hotel.
Blue	Entrance to a weapon or item shop.



Maps

Maps help you navigate the world. Press the L2 or R2 buttons to toggle between maps.

Town Map

This is an open area. You can interact with people and examine your surroundings more closely.

Main Map

This appears when you are in route to a new destination. A dotted line runs between the area you just left and the next area of entry. To display the name of an area, press the START button. Press the ⊗ button to enter.

Press the R2 button to zoom out to the Area Map.

Area Map

Shows a crow's eye view of the area you are in. Press the L2 button to zoom into the Area Map.

- Press the △ button to pinpoint your location.
- Press the START button to display vital locations on the Main Map.

Press the R2 button to zoom out to the World Map.

World Map

A crow's eye view of the entire world. Displays your current location, Main Map point for the next destination and possible routes.

Press the L2 button to move to the next Area Map.

Chests

Chests contain useful items or weapons throughout the world. To retrieve the contents of a chest, walk up to it and press the ⊗ button. The item is added to your inventory.

Note: If the item inventory is full (max 32 items), you must discard or use an item to make room in the chest.

Save Points

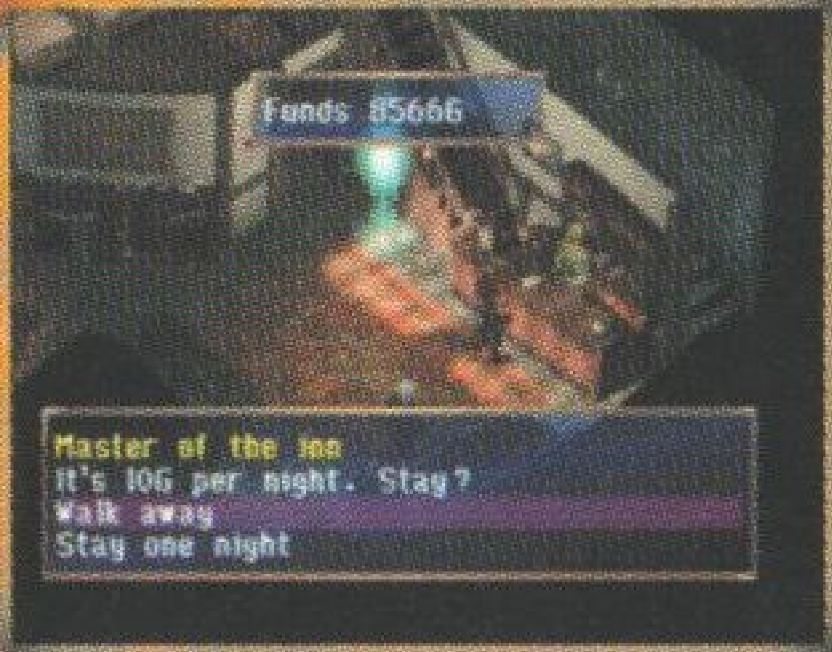
Save Points are glowing bodies of light found throughout the world. When you walk into a Save Point, the Save option becomes available on the Main In-Game Menu.

Note: See "Saving and Loading Game Data" on page 45 for information on saving games.

Lodging

Stay in lodges or resting places to recover maximum HP. You must pay for a lodge stay but other members of your party are welcome at no extra cost. Yellow markers identify the location of places to stay when the icon is turned ON. (L1 or R1 button).

Some resting areas do not require payment. When the yellow "!" icon appears, it may be alerting you to a resting area. At the prompt, select "TAKE A BREAK" and press the ⊗ button.



Clinics

Restore your normal state. Treatment requires payment in Gold, but other members of your party are treated at no extra cost. Yellow markers identify the location of clinics. Yellow markers identify the location of clinics when the icon is turned ON. (L1 or R1 button).

Buying and Selling

Merchants in shops or some people roaming throughout the world offer useful tools and weapons for a price. You can buy items and weapons where you see the green marker. (Press the L1 or L2 button to turn icons ON) Use your Gold to pay for weapons and items.

To earn Gold:

- Win battles. The earned Gold is added to your account after a battle.
- Find Gold. Sometimes you will discover Gold in chests.

When you encounter a merchant in a shop or on the road, walk up to that person and press the ⊗ button.

The Trading Menu

When you are dealing with a merchant you can:

- Buy something.
- Sell something. This is helpful for getting needed Gold or making space for something you need. (You are allowed to carry 32 items.)
- See what your team is already carrying.

To open the Trading Menu:

If you are interested in purchasing an item, press the ⊗ button to open the Trading Menu.

The Trading Menu displays:

- The amount of Gold in your account.
- The total items on hand (maximum: 32)
- The Transaction Menu including: Buy, Sell, Carry, Leave.
- The powers or strength of the item or weapon you have selected.
- The picture of the members of your party who can use the item or weapon.

Note: You can carry up to 255 weapons and associated equipment.

To close the Trading Menu: Select LEAVE and press the ⊗ button.

Buy an Item or Weapon

To buy an item:

1. On the Trading Menu, select BUY and press the ⊗ button to display the goods for sale. The character in

your party that can use the item or weapon will appear at the bottom of the Trading Menu.

2. Select the item or weapon you want to buy. The amount of Gold you have is displayed in the upper left corner of the Trading Menu.
3. Press the ⊗ button to purchase the item and confirm. If you are buying a weapon, press the Directional buttons or Left Analog Stick LEFT/RIGHT to select the member of your party who will carry the weapon. The weapon may only be available to certain fighters.

   When buying a weapon, you will be asked if you want to be armed with it. Select YES / NO and press the ⊗ button. Press again to confirm your decision.
4. Press the ◎ button to close the inventory.

Sell a Weapon or an Item

You may want to sell something to free up space or get needed Gold. The selling price is half of the item's cost.

To sell an item:

1. On the Trading Menu, select SELL and press the ⊗ button.
2. Select whether you want to sell ARMS or ITEMS and press the ⊗ button to display what you have to sell. The price the merchant is willing to pay appears to the right of the item or weapon.
3. Press the ⊗ button to select the sale item and press again to conclude the deal.
4. Press the ◎ button to close the inventory.

Note: You cannot sell certain vital items.

The In-Game Menu

The In-Game Menu gives you access to information, weapons and items you need during the journey.

1. To open the In-Game Menu, press the △ button.
2. Select one of the categories and press the ⊗ button. Open grayed out sub-menus by using the Directional buttons or Left Analog Stick.
3. Press the ◎ button to move to the previous screen.

From the In-Game Menu, you can:

- Use items to treat your team for injuries and spells.
- Replace the current fighters with the ones in standby.
- Change the Additions the fighters use in combat.
- Gather information about all the warriors.
- Check the power of weapons and change weapons your team is using.
- Throw away unused or unwanted items and weapons.
- Save game data if at Save Point.

The Main In-Game Menu

Get a quick view of game statistics on the Main In-Game Menu or enter sub-menus from here.

Active Fighters—Displays the three fighters currently selected. More may be on standby.

CPT and LOC—The Chapter and Location shows where you are in the story.

Menu—Open sub-screens

Gold—The current amount of Gold your team has for making purchases.

The In-Game Menu Cont'd

Ds—Dragoons in your party. Each bead represents one dragoon; the color represents his/ her Element.

Star Dust—Amount of Stardust collected.

Timer—Total time played in hours, minutes and seconds.

Status

Select this to get information about each fighter, whether active or not. You can see which fighter is best at a specific kind of combat and what you can expect when that that person is attacked.

1. Select STATUS and press the ⊗ button.
2. Press the Directional buttons or Left Analog Stick LEFT/RIGHT to view each fighter's status.

Overall Power

Fighter Name and Level

D'LV—Dragoon Level and SP

HP—Current and maximum Hit Points

MP—Current and maximum Magic Points

EXP—Current number of Experience Points and number needed to move up one level

Specific Power

These statistics show powers or skills for certain kinds of combat by rating the fighter's body, current weapon and total for both. If the fighter is a Dragoon the percentage of total potential is shown. The powers and skills are:

AT—Attack
DF—Defense
MAT—Magic / item attack power
MDF—Magic / item defense power
Speed—Agility
A-Hit—Attack success rate
M-Hit—Magic/item attack skills
A-AV—Attack evasion skills
M-AV—Magic/item evasion skills

Current Weapons

Each fighter can carry five weapon items including armor and defensive enhancements. See "Changing Weapons" on page 33.

Magic (Dragoons Only)

This shows the spells used by the Dragoon and the MP required to cast a spell.

Item

The Item Menus let you use or see the items you have.

Use it

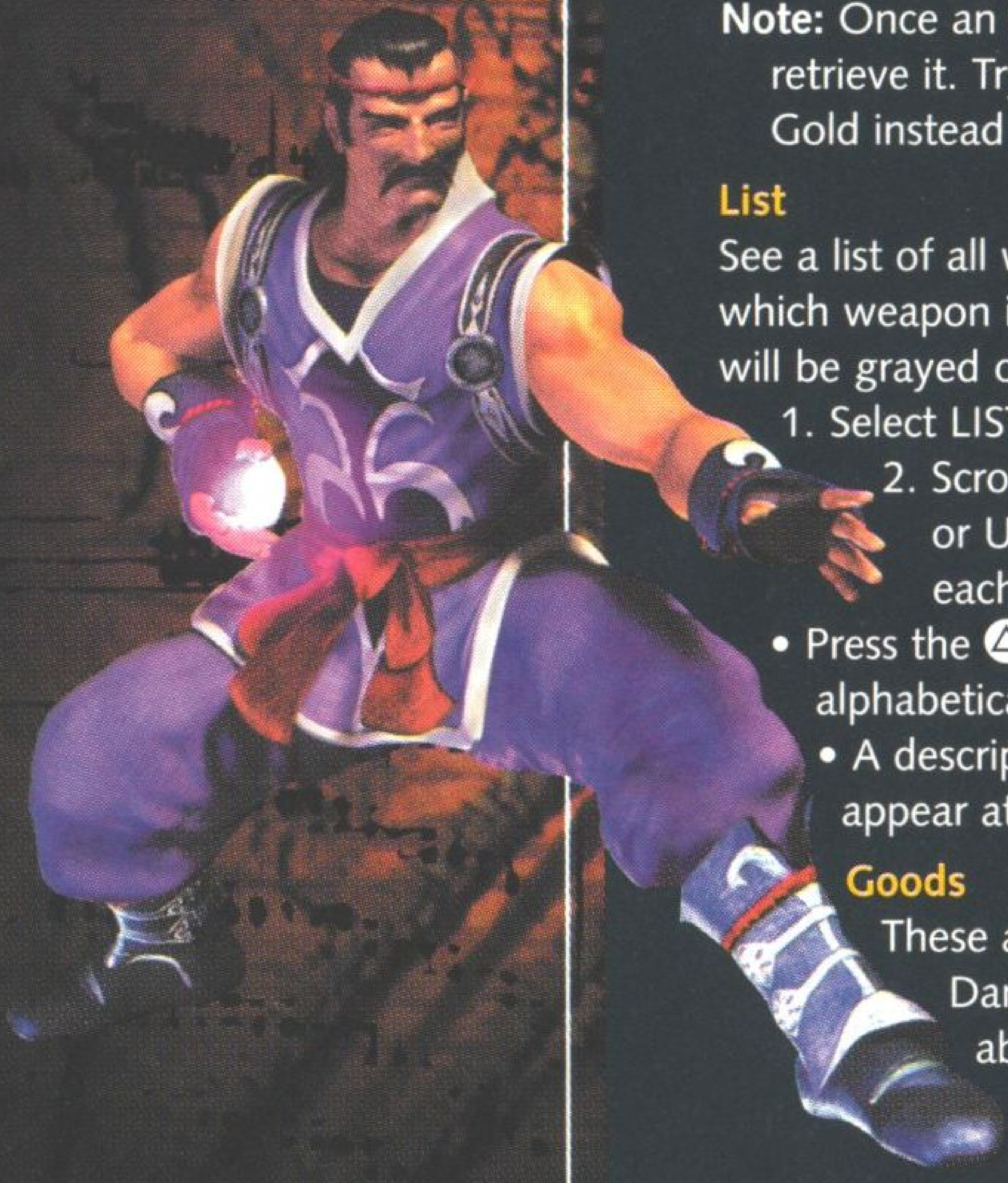
1. Select USE IT and press the ⊗ button.
2. Select the item you want to use by scrolling UP/DOWN.
3. Select the fighter you want to use it on by pressing the Directional buttons or Left Analog Stick LEFT/RIGHT.

Discard

Select this to throw away items.

1. Select either ARMED ITEM or USED ITEM.
2. Scroll UP/DOWN to select the item you want to throw away and press the ⊗ button.
3. Select YES and press the ⊗ button to throw the item away PERMANENTLY.

Note: Once an item is DISCARDED, you cannot retrieve it. Try to plan ahead and sell items for Gold instead of throwing them away.



List

See a list of all weapons and items. The list shows which weapon is in use by which fighter. Items in use will be grayed out.

1. Select LIST and press the ⊗ button.
2. Scroll LEFT/RIGHT to select ARMED ITEMS or USED ITEMS. Scroll UP/DOWN to view each item.

- Press the △ button to sort the items by alphabetical order.
- A description of items and some weapons appear at the bottom of the screen.

Goods

These are important items found or given to Dart. Select the item and then learn all about it.

Armed

View and change each fighter's weaponry.

There are three types of weaponry:
Attack: swords, spears, bows and arrows, axes, hammers, etc.
Defense: armor, helmets and boots
Enhancements: amulets, bracelets and stones

- Adding a new weapon will cause the equipped one of the same type to be removed.
- The weapons at the top right of the screen are IN USE.
- The weapons at the bottom right of the screen are in STANDBY.
- Highlight a standby weapon to see its attributes listed in the Specific Powers statistics for the fighter on the left of the screen. The attributes are either in Blue (more powerful) or Red (less powerful).

Addition

Select ADDITIONS to change the Additions you use in combat. Select the one you want and press the ⊗ button. The Additions highlighted in red is the one presently used in combat.

Replace

Replace one of the currently selected fighters. You can have three active fighters at any time including Dart. Dart can never be replaced.

1. Select the active fighter (on the left of the screen) that you want to replace and press the ⊗ button.
2. Select the fighter you want as a replacement (on the right of the screen) and press the ⊗ button again.

Config

Reset some game options.

VIBRATE—Turn the DUALSHOCK™ analog controller vibration function ON/OFF.

Sound—Set sound to STEREO or MONO.

Morph—Set the morphing sequence from Human to Dragoon to either NORMAL or SHORT.

Save

Save the game to this point. If Dart is standing in a Save Point, this item is selectable.

Note: See "Saving and Loading Game Data" on page 45.

Weapons

The weapons of war are scattered throughout the world. Always look for deadlier weapons or stronger defenses wherever you travel. But remember that your skill and experience in battle is most important to survival and victory.

There are three types of weapons:
Attack—Swords, spears, bows & arrows, axes, and hammers.

Defense—Body armor, helmets and boots.

Enhancements—Bracelets, amulets or stones carry the magical power to enhance attacks or deflect the damage of an attack.

- You begin your journey equipped with only basic weapons. Other weapons can be purchased from merchants or found in chests throughout the game.
- You can change and upgrade weapons for the entire party on the In-Game Menu. (See page 27.)
- Some weapons are specialized to one warrior.
- Items can heal or wage war. They are won in battle, found in chests or purchased from merchants
- Use items during combat by selecting the ITEMS ICON.
- Use them other times by selecting ITEMS on the In-Game Menu.

Healing & Recovery

Learn the magic of healing and restoration. Be sure to always carry medicinal potions into battle.

Healing Potion
Recovers half the HP of a fighter.

Angels Prayer
Revitalizes a fallen fighter and recovers half his/her HP.

Body Purifier
Antidote for poison heals stun attacks and counteracts the arm block attack, which paralyzes a fighter's arms.

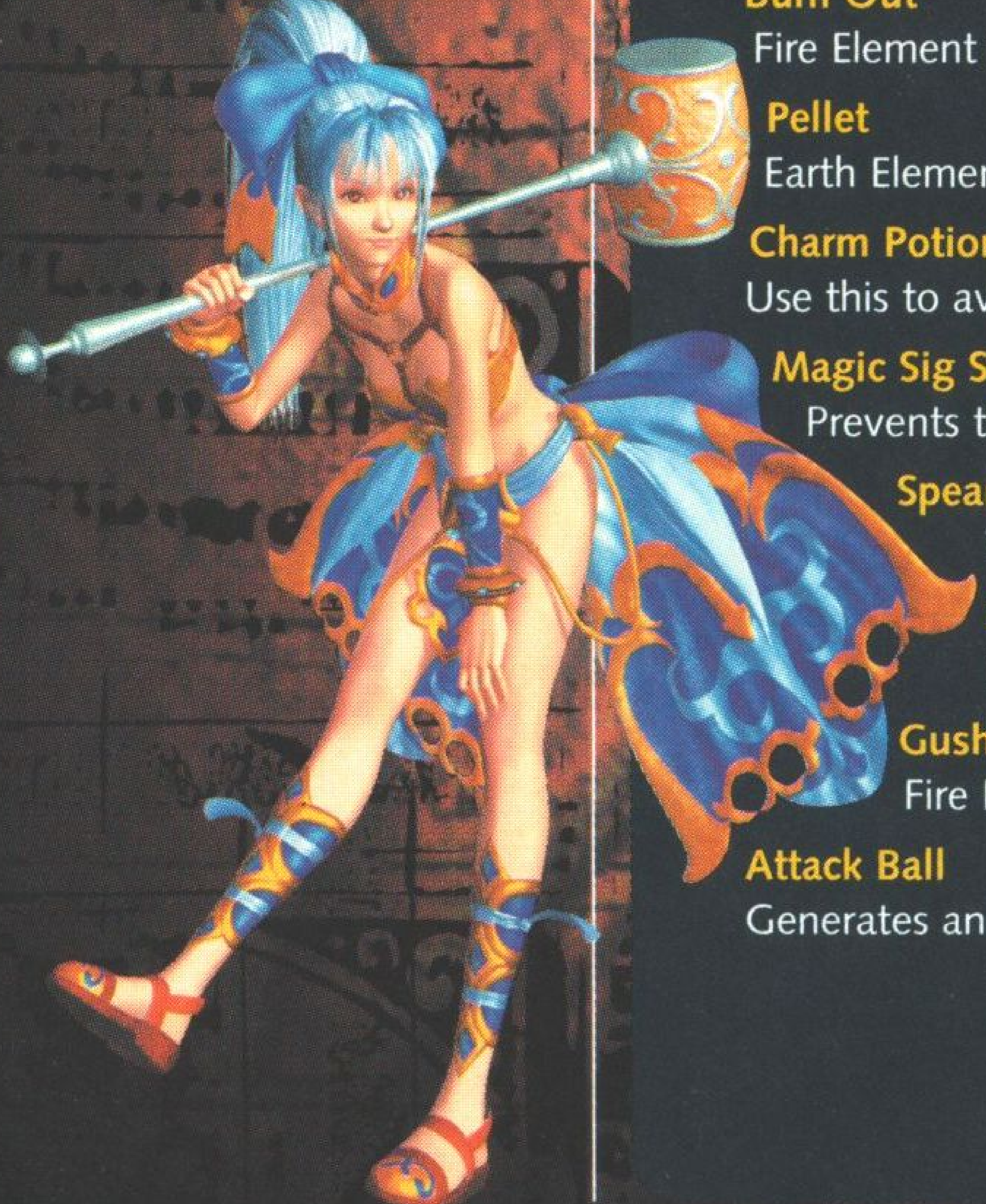
Sun Rhapsody
Recovers full MP. When a Dragoon's MP is depleted, magical attacks cannot be used.

Spirit Potion
Recovers 100 SP during combat.

Battle Items

The magic of the Elements can sometimes be far deadlier than the sword.

- Some battle items can be re-used.
- Multi-attack items can be intensified by repeatedly tapping the ⊗ button immediately after throwing them. You will see the ⊗ button appear on screen when using a Multi-attack item.



Burn Out
Fire Element individual attack

Pellet
Earth Element individual attack

Charm Potion
Use this to avoid confrontations.

Magic Sig Stone
Prevents the enemy from attacking for three turns.

Spear Frost
Water Element individual attack.

Dancing Ray
Light Element Attack

Gushing Magma
Fire Element attack against all enemies.

Attack Ball
Generates an attack item.

Abnormal States

The enemy can cast sickening spells or release poisons against a fighter. The symptoms can range from temporary unconsciousness to insanity.

Note: A Dragoon can cure an abnormal state by transformation.

Poison

Victim loses 10% HP every time he / she is at combat. Effects remain until treated with Body Purifier.

Weapon Blocked

The fighter cannot use a weapon. This condition will last for three turns and disappears after the close of battle. Cure with Body Purifier.

Stunned

The fighter is unable to take any action during combat. Symptoms last for three turns, until the character is attacked, or will disappear after combat.

Dispirited

Victim loses motivation and cannot gain SP. Must be cured with Body Purifier

Fearful

Attacking and guarding power is cut in half. Must be cured with Mind Purifier.

Petrified

Frozen in fear, the victim cannot take any action. The symptoms vanish after battle. Treat with Body Purifier.

Confused

The sufferer will attack his allies or run away during battle. The symptoms last for three turns of combat and vanish when combat ceases. Treat with Mind Purifier.

Bewitched

Hypnotized by an enemy to attack his own party. The condition lasts for three turns, until enemy dies or disappears at the end of battle. Treat with Mind Purifier.

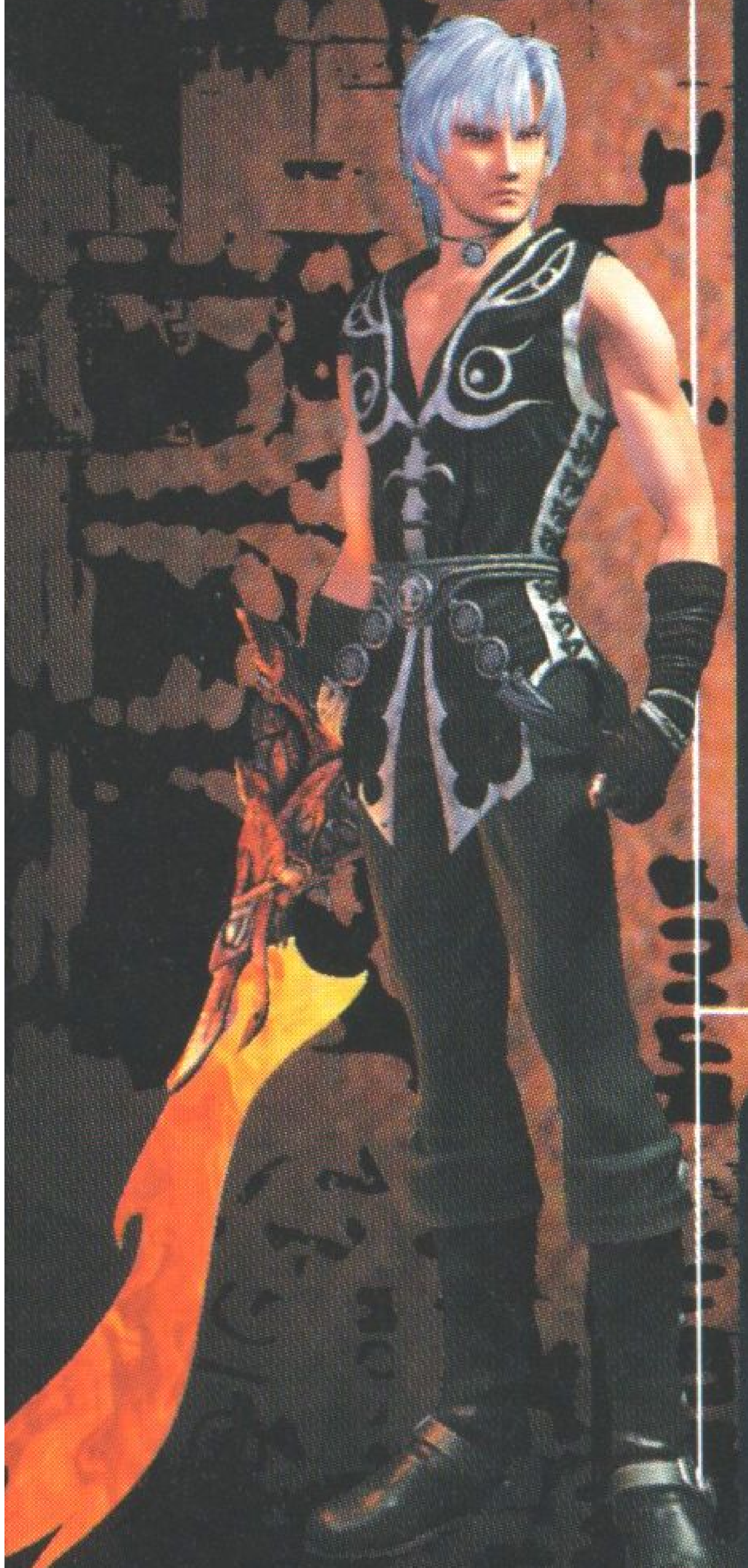
The Art of Additions Combat

To swing your sword at the enemy in battle is truly brave. Battlefields are haunted by the ghosts of the fallen brave. But the fighter who devastates his opponent with skilled and overwhelming fury will stand as the victor. Master the art of Additions combat and the ferocity of your attack is multiplied many times.

Additions attacks are used during battle in Human form. They follow the initial blow and are executed with a well-timed press of the ⊗ button. Addition attacks are rewarded to a fighter when that character moves up in Experience Levels.

1. To see and select an Addition: Press the △ button to open the In-Game Menu.
2. Select ADDITIONS and press the ⊗ button. If the fighter has more than one Additions, select the one you want to use during combat and press the ⊗ button.

NOTE: Additions cannot be changed during a battle.



Executing Additions

Addition moves take practice. The second press of the ⊗ button must be perfectly timed.

1. Press the ⊗ button to initialize an attack. A rectangle appears and centers itself on the enemy just as your fighter's weapon is about to swing. As your fighter approaches to strike, the rectangle changes color.
2. For a perfect Additions attack, press the ⊗ button again when the rectangle turns bright white. Your fighter will deliver an additional slash with the weapon.

If you press the ⊗ button when the rectangle is gray, that is too fast. If you press when the rectangle is blue, that is too slow.

Successful Additions attacks while in a Human form increase SP. When SP reaches a certain level, a Dragoon's capabilities will rise one Dragoon Level.

Counterattacks

If you are delivering an additions and there is a flash of red just as you attack, the enemy is counterattacking. Press the ◎ button instead of the ⊗ button in the next hit of the Additions or the counterattack will throw the fighter back for a loss of HP.

Wage war as the Dragon Spirit within you unleashes tremendous powers of destruction. Unleash the power of the Dragoon and unleash your own destiny.

Transformations

Transformations require SP. You begin with 0 SP. Once you are capable of morphing into a Dragoon, an SP meter appears at the bottom of the screen next. During combat, the SP meter begins to fill. When the meter is fully blue (Dragoon Level 1), the Dragoon Transformation Icon appears and can be selected during battle. To transform, select the DRAGOON and press the ⊗ button.

Dragoon Additions

The art of Additions attacks reaches a whole new level of destructive power when delivered by a Dragoon.

Dragoon Additions attacks are delivered with the fighter's selected weapon. Transformation must be complete before delivering a Dragoon Additions.

Dragoon Additions never change form, but do become more powerful as the fighters' Dragoon Level increases.

1. Select D-ATTACK from the Command icons.
2. Select the target enemy and press the ⊗ button.
3. The Spirit meter will appear. Notice the light at the top

Dragoon Additions Cont'd

dead center of the meter. Press the ⊗ button to start the light moving down through the glass. Try to press the ⊗ button again at the exact moment the light returns to top dead center. Each time you press at the precisely correct time the power of your attack increases. Press again for even more power. If you miss top dead center or complete four successful spins of the Spirit Meter, the attack commences.

Dragoon Magic

Compared to Human magic, Dragoon Magic strikes like a torrent from hell. Use it once and you will know why whole Wingly cities crashed to the ground.

- You need Magic Points (MP) to deliver a Dragoon Spell. Increase MP by winning battles.
- Dragoons use special spells. Win more spells as Dragoon Level increases.

To cast a Dragoon spell:

1. Select MAGIC from the Battle Icons and press the ⊗ button.
2. Select the spell and the enemy target and press the ⊗ button.

Saving and Loading Game Data

Saving

To save the game:

1. Walk into the Save Point and press the △ button to open the In-Game Menu.
2. Select SAVE from the Main In-Game Menu and press the ⊗ button.
3. Select the file you want to save to and press the ⊗ button. If you are overwriting a previously saved file, you will be prompted to confirm the action. Select YES and press the ⊗ button or select a different file.
4. When the word SAVED appears, press the ⊗ button to return to the In-Game Menu, then press the ◯ button to return to the game screen.

Loading

To load a saved game:

1. On the Main Menu, select CONTINUE and press the ⊗ button.
2. Select the block of data you want and press the ⊗ button.
3. When prompted, select YES and press the ⊗ button to load the saved game.

Dart

He is a brave and loyal warrior swordsman sworn to avenge the death of his parents by destroying the Black Monster. Dart carries the soul of the Dragoon. His destiny will take him far beyond a simple quest for revenge.

Shana

She is Dart's closest friend since childhood. Yet she becomes more mysterious to Dart with each passing moment. Powerful men want her imprisoned and strange forces hover ever so close. She stands bravely in battle with her Bow and Arrow yet something within her makes her fearful of what's to come.

King Albert

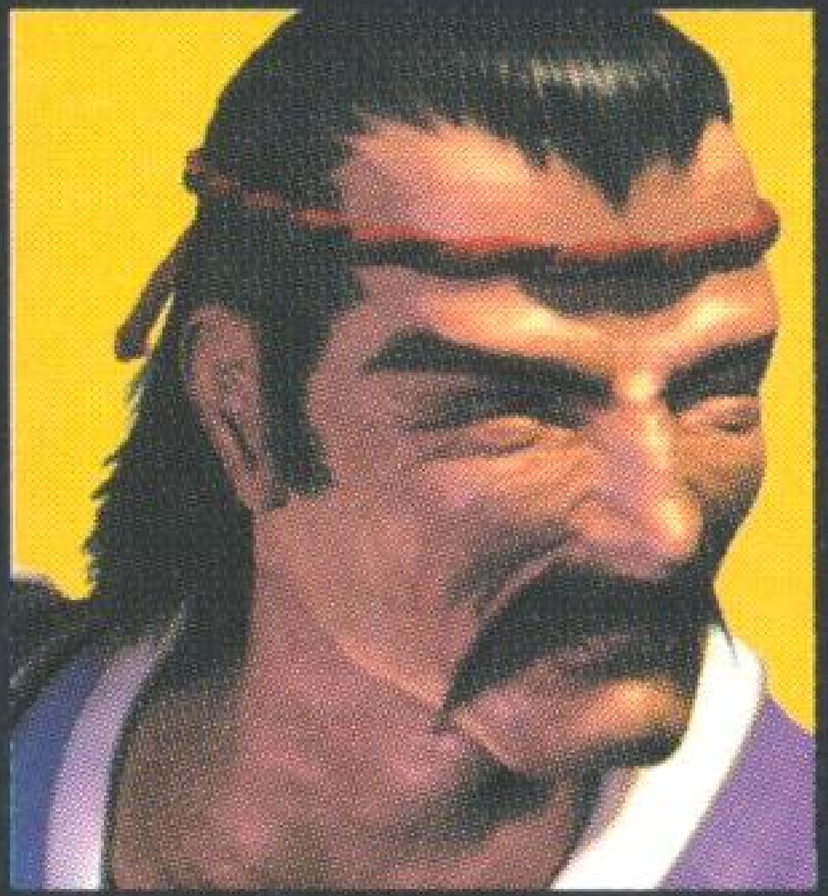
His Royal Highness of the Duchy of Basil is a fighting king and deadly master of the javelin. He is not afraid to personally take up arms and is deeply loved by his subjects. Albert would be the king of all Serdia but a royal dispute over ascension to the thrown split the kingdom in two. Albert who was the rightful heir rules Basil. His rival, Emperor Doel rules the Empire of Sandora.

Lavitz

He is First Knight of the first Corps and is King Albert's most trusted warrior. Albert will stand with Dart in battle wielding a spear. He is a third generation Serdian knight and, like his father and grandfather, allegiance to their lord stands above all else.

Haschel

While himself on a personal search for his lost daughter, this 60-year-old martial arts expert joins to fight with Dart. He has seen much in life and greets the world with a hearty laugh. Haschel has the physique, stamina and speed of a young man. His weapons are lethal claws which demand many years of training. Haschel feels a mysterious connection to Dart.



Rose

She is a beautiful warrior with a sharp tongue and a deadly sword. She will teach Dart much about the art of Dragoon warfare and fights beside him in many battles. There is a well-guarded mystique about her.

Lloyd

The silver haired Lloyd is a magnificent swordsman. He hungers for a world that has long since passed for he is one of the last surviving Winglies.

The Hooded Man

He is a mysterious figure quietly giving orders from the shadows. He commands the respect of even the most brutal men. He overseas the kidnapping and imprisonment of Shana but is surely connected to even darker deeds.

Credits

Created and Developed by
SONY COMPUTER ENTERTAINMENT INC. (JAPAN)

Director
Yasuyuki Hasebe

Assistant Director
Koji Ishitani

Story & Game Design
Yasuyuki Hasebe

Event Director
Takehiro Kaminagayoshi

Assistant Event Director
Yutaka Azuhata

Event Adviser
Futoshi Kitamura

Event Script
Takehiro Kaminagayoshi

Event Planner
Syuzou Kousaka
Katsuaki Miyauchi
Keijiro Takahashi
Naoki Kitamoto
Masato Kume
Tomoya Furubori
Toshiki Furukawa
Hiroshi Sato
Hajime Kuwahara
Yasuhiro Nabeshima
Tadashi Mitsuya

Battle Director
Masaru Ohnuma

Battle Planner
Masaru Ohnuma
Kimihiko Nakamura
Kazuki Hayashitani

Battle Effects Director
Kazuki Hayashitani

World Map Planner
Kimihiko Nakamura

Field Director
Kenichirou Ide

Assistant Field Director
Tsutomu Kouno

Field Planner
Tsutomu Kouno
Kenichirou Ide
Futoshi Kitamura

Main Programmer
Satoshi Mamuro

3D Programmer
Yasuhiro Shimura

Battle Programmer
Hidekazu Shimamura
Kimihiko Nakamura

Field Programmer
Yasushi Uchiyama

Camera & Sound Programmer
Kiichi Kakuta

World Map Programmer
Takashi Ueshima

Menu Programmer
Nobukazu Ohta

Field Effects Programmer
Katsunori Yoshimatsu

Effects Programmer
Nobuhiro Nakazawa
Noriaki Homan
Yasuharu Inamasu
Takashi Ueshima
Yasuharu Shimizu
Akihiro Taguti
Yutaka Okajima
Tomonori Shimomura

Art Director
Kenichi Iwata

Assistant Art Director
Hirohiko Iyoku

Field Image Design
Hirohiko Iyoku
Yutaka Saito
Hidekazu Saitou
Sumio Nishida
Kiyoko Koyanagi
KeigoTsuchiya
Akiyuki Ishida
Hiroyuki Fujita
Shinji Hidaka
Michiaki Itou
Atsushi Morioka

Character Design
Tatsuya Nakamura

Dragoon Design
Kenichi Iwata

Monster Design
Itsuo Itoh

Dragon Design
Hirohiko Iyoku

Graphics Director
Koji Hasegawa

Event Graphics Designer
Yoshiyuki Yamamoto
Yukinobu Wakata
Shino Kobiyama
Jun Masumoto
Takeshi Sugiyama
Masayuki Ono

Battle Character Graphics Designer
Kazuya Nishimura
Ken Karube
Tatsuya Nakamura

Battle Monster Graphics Designer
Yasushi Jingu
Takahumi Shindo
Itsuo Itoh

Battle Effect Graphics Designer
Shinya Matsumoto
Tohru Kanaseki
Toshimi Kameoka
Hitoshi Suzuki
Satoshi Takaki
Ryoma Matsuya
Tsuyoshi Hanzawa
Shinya Murakami

Battle Field Graphics Designer
Satoshi Ono
Yasuo Wakatsuki
Kazue Imai
Keisuke Hosono

World Map Graphics Designer
Yasuo Wakatsuki
Shinya Matsumoto

Field Graphics Designer
Kazushige Nagai
Junko Mimori
Takahiro Kumagai
Yuji Asano
Akira Takeuchi
Kunio Ikeda
Shoujirou Hori
Masahiro Miyao
Motohiro Murakami
Shouji Obata
Shino Kobiyama
Yohhei Fukuda
Ken-ichi Nemoto
Katsuhiko Abe
Mika Koumoto
Yoshie Yamamoto
Mitsuhiro Shimooki
Yutaka Oikawa
Yoshio Higuchi
Chikara Takayanagi
Satoru Nakaya
Arata Takahashi
Yasuyuki Kobori
Michihiro Yoshida

Field Effect Graphics Designer
Keigo Tsuchiya
Akiyuki Ishida
Hiroyuki Fujita
Shouji Obata
Shinya Matsumoto

CG Producer
Shuji Hiramatsu

Movie Director
Kenichi Iwata

Assistant Movie Director
Momoko Ikeda
Takamasa Shichisawa

Movie Programmer
Chiharu Nakano
Nobuhide Ishibashi

Movie Encoder & Decoder
Ikiuo Seiichi
Polyphony Digital Inc.

Shader Engineer
Yoshiro Watanuki
Junko Muroyama

Encoding Engineer
Satoru Fukui

Movie Designer
Tomi Kambe
Yoshifumi Morita
Jaehyung An
Hidehisa Onai
Kayoko Sato
Hideki Mizoguchi
Takahiro Fujii
Taijuro Hachiya
Kaori Miyazawa
Masayuki Tanaka
Yoshinori Osaki
Hisato Tokumaru
Tadashi Terashima
Yasuyuki Kobori
Kazushige Nagai
Katsuhiko Abe
Shojiro Hori
Mitsihiro Shimooki
Masaaki Nansen
Yoshiko Kishimoto
Tetsuya Tanabe
Mineko Yanagi
Mari Watanabe

Painting Designer
Koji Miyata
Sayaka Nagano
Aiko Hamana
Naomi Horikawa
Mitsuo Okada
Sumio Nishida
Atsushi Morioka
Nobuko Ishikuri
Nanako Omura
Ayako Miyawaki

Motion Capture Staff
Asako Sanada
Shinya Tazaki
Kazuaki Kitazawa
Tomoatsu Godai

Motion Capture Actor & Actress
Takayuki Nakayama
Sachiko Kojima

Digital Editor
Yasuharu Yoshizawa
Ryuji Nakayama

Additional CG Development
Raphael Digit & Studio Inc.
MILAI Corporation
spice inc.

Music Supervisor
Akihiko Shimizu - SOYTZER MUSIC

Music Composer
Dennis Martin - Fillin inc.
Takeo Miratsu - Fillin inc.

Sound Director
Takashi Kanai

Sound Effects
Takashi Kanai
Kaori Ohshima
Luna Umegaki
Keiichi Kitahara
Hiroyuki Kasuya
Kenmei Adachi

Music Programming
Kazuo Kuwabara
Studio Cliche, Ltd
Futoshi Shimodaira

Overseas Coordinator
Miki Okai
Masaaki Doi

PR CG Designer
Junko Mimori
Ken-ichi Nemoto
Akira Takeuchi
Shouji Obata
Kunio Ikeda
Mika Koumoto
Jaehyung An
Naomi Horikawa
Koji Miyata
Sayaka Nagano
Aiko Hamana
Mitsuo Okada

Producer
Shuhei Yoshida

Supervisor
Toshiyuki Miyata

Chief Development Executive
Akira Sato

Produced and Published by
SONY COMPUTER ENTERTAINMENT AMERICA

Associate Producer
Donovan Soto

Producer
Grady Hunt

Director of Marketing
Ami Matsumura-Blaire

Product Marketing
Maggie Rojas

PR Managers
Kirsten Merit
Eileen Rodriguez

Director of PR
Molly Smith

Director of Promotions
Sharon Shapiro

Promotions
Janeen Anderson
Donna Armentor
Aimee Duell

Legal and Intellectual Property
Shelly Gayner
Kerry Hopkins
Lisa Lunger
Michelle Manahan
Ninalei Morrison
Riley Russell

QA Managers
Chris Caprio
Charles Delay

QA Supervisors
Bruce Cochrane
Tim Duzmal
Conner Morlang

Lead Analysts
Conner Morlang

Assistant Lead Analysts
Gregory Huitric
Greg Phillips
Kevin Seiter

Analysts
Anthony Acosta
Matt Balaban
Stephanie Bein
Randy Blake
Rick Bruemmer
Anthony Cozette
Judith Cozette
Bruce Dumlao
William Felice
Eric Franklin
Jennyfer Hamilton
Kyle Hamilton
Ronald Jones
DeMarlo King
Erik Larsen
Jo Anne Larsen
Mike Mansourian
Dave Meagher
Loren Miller
Ross Montegomery
Garrick Ozanne
Derek Rayla
Francisco Villegas
Steve Versteg
Francisco Villegas
Andrew Woodworth
Charles Yang

Director of Creative Services
Marilyn Weyant

Creative Services
Josh Bingham
Peggy Gallagher
Ted Jalbert
Marie Macaspac
Quinn Pham
Jack Siler

Copywriting
Hanshaw Ink & Image
Carol Ann & Neil Hanshaw

Packaging and Manual Design
Axiom Interactive Design, SLC

Special Thanks:
Andrew Adams, Bruce Adams, Connie Booth, Claudette Castillo, Lori Chase, Ed DeMasi, John Diamonon, Brian Dimick, Chris Drost, Ron Eagle, Alberto Escobedo, Emily Franks, Jerry Gentile, Butch Freedhoff, Brian Hale, Phil Harrison, Kaz Hirai, Andrew House, Stephanie Iwamasa, Ian Jackson, Jennifer Jones, Kirk Jue, Grace Kao, Chuck Lacson, Colin MacLean, John McGonigle, Christine Mouchamel, Doug Mukai, Frank O'Malley, Susan Nourai, George Richard, Maggie Rojas, Mike Rose, Steve Ross, Rob Segal, Matt Small, Jamie Tica, Joni Toney, Jack Tretton, Mark Valledor, Joe Ward, Toney Wong, Kim Yuen, Perry Rodgers, Richard Watts, Shuhei Yoshida, Axiom Interactive Design, SLC, Rapp-Collins

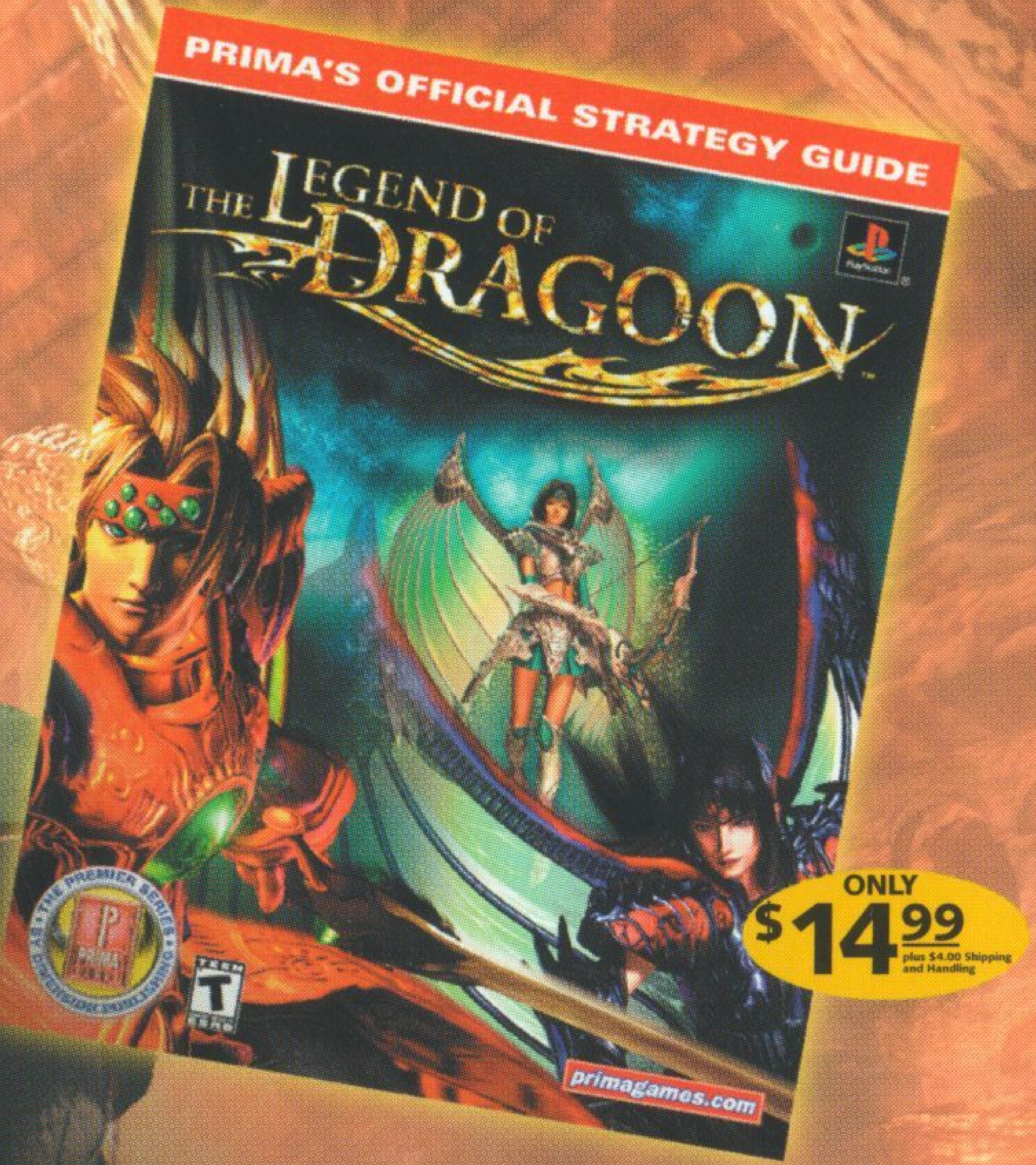
LIMITED WARRANTY

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of this SCEA product that this software is free from defects in material and workmanship for a period of ninety (90) days from the original date of purchase. SCEA agrees for a period of ninety (90) days to either repair or replace, at its option, the SCEA product. You must call 1-800-345-SONY to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

NOW THAT YOU'VE GOT THE GAME,
ARM YOURSELF WITH THE POWER OF KNOWLEDGE!



www.primagames.com

Look for The Legend of Dragoon–Prima's Official Strategy Guide at your local software or book retailer.

To order by phone, call:

916-989-0171

To order by mail, send a check or money order for $14.95 plus $4.00 shipping and handling to:

Dimension Publishing, PO Box 6570, Folsom, CA 94579-6570

CA Residents add $1.23 sales tax. Personal checks take 2-3 weeks to clear. Money orders are shipped the same day. Allow one week for delivery.

The ratings icon is a trademark of the Interactive Digital Software Association. "The Premier Series™" logo is a trademark of Dimension Publishing, Inc. The Prima Logo and Prima Publishing ® are registered trademarks of Prima Communications, Inc. The Legend of Dragoon is a trademark of Sony Computer Entertainment America Inc. © 2000 Sony Computer Entertainment Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.